PlayStation

NTSC U/C

PlayStation

EVERYONE

CONTENT RATED BY ESRB

SCUS-94454
94454

TOMBA! 2

THE EVIL SWINE RETURN™

SONY COMPUTER ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:
The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TOMBA!™ 2 The Evil Swine Return Tips and Hints

PlayStation® Hint Line

Hints for all games produced by SCEA are available:

Within the US: **1-900-933-SONY (1-900-933-7669)**
$0.95/min. auto hints, $1.40/min. live, $6.95-$16.95 for tips by mail*,
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For US callers, game counselors are available 8AM-5PM PST, Monday-Friday. Automated is available 24 hours a day, 7days a week.
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This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support Line: 1-800-345-SONY (1-800-345-7669)
Call this number for help with technical support, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 7AM-6PM Pacific Standard Time.

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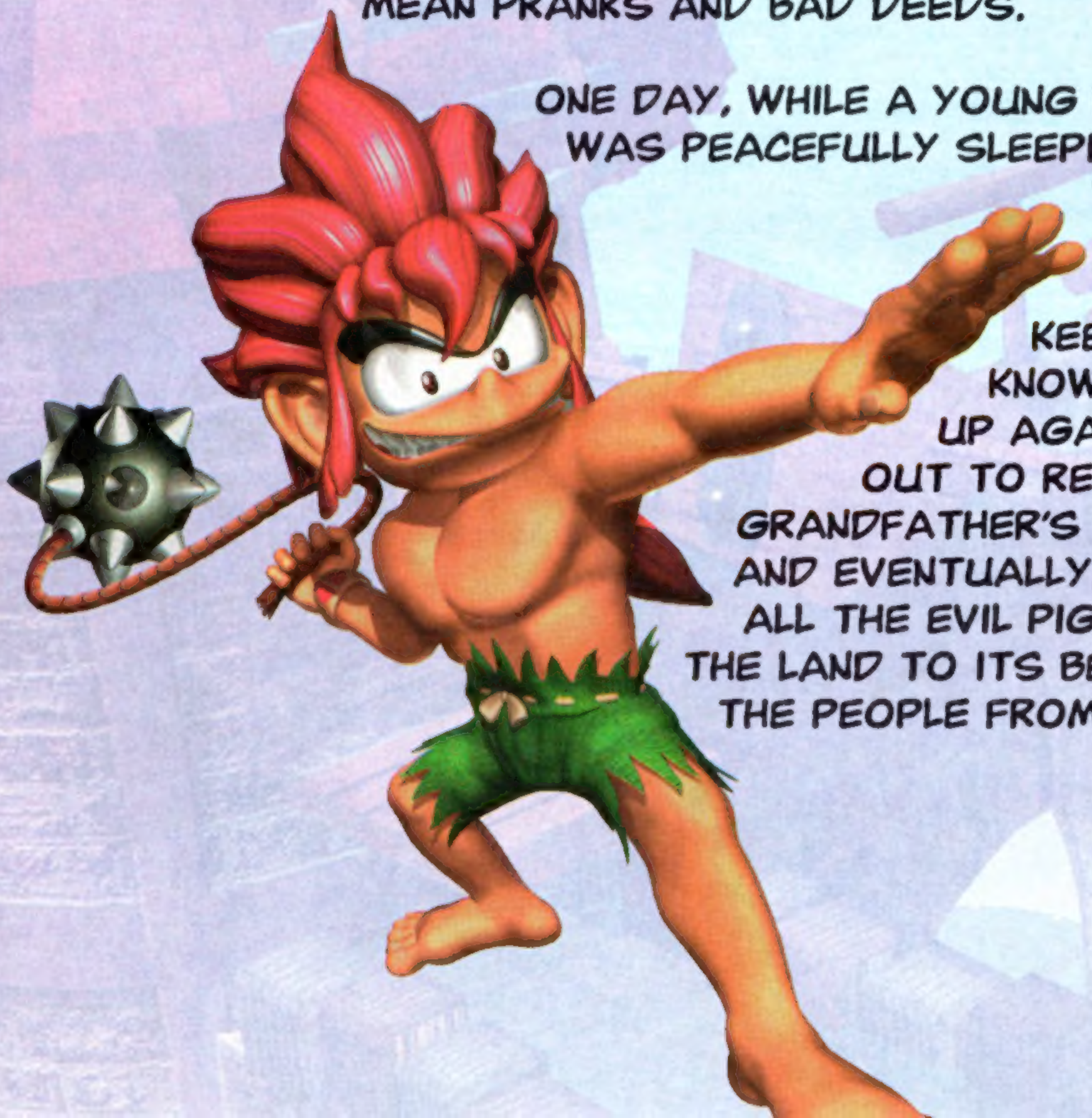
TOMBA! 2
THE EVIL SWINE RETURN™

PROLOGUE

IN A FAR AWAY LAND, A BAND OF EVIL SWINE SWEPT ACROSS THE BEAUTIFUL TOWNS, WREAKING HAVOC AND BRINGING CHAOS. THE EVIL PIGS TURNED ALL THE LUSH LANDSCAPES INTO DRY, DISINTEGRATING RUBBISH. THEY TAUNTED THE TOWNSPEOPLE WITH MEAN PRANKS AND BAD DEEDS.

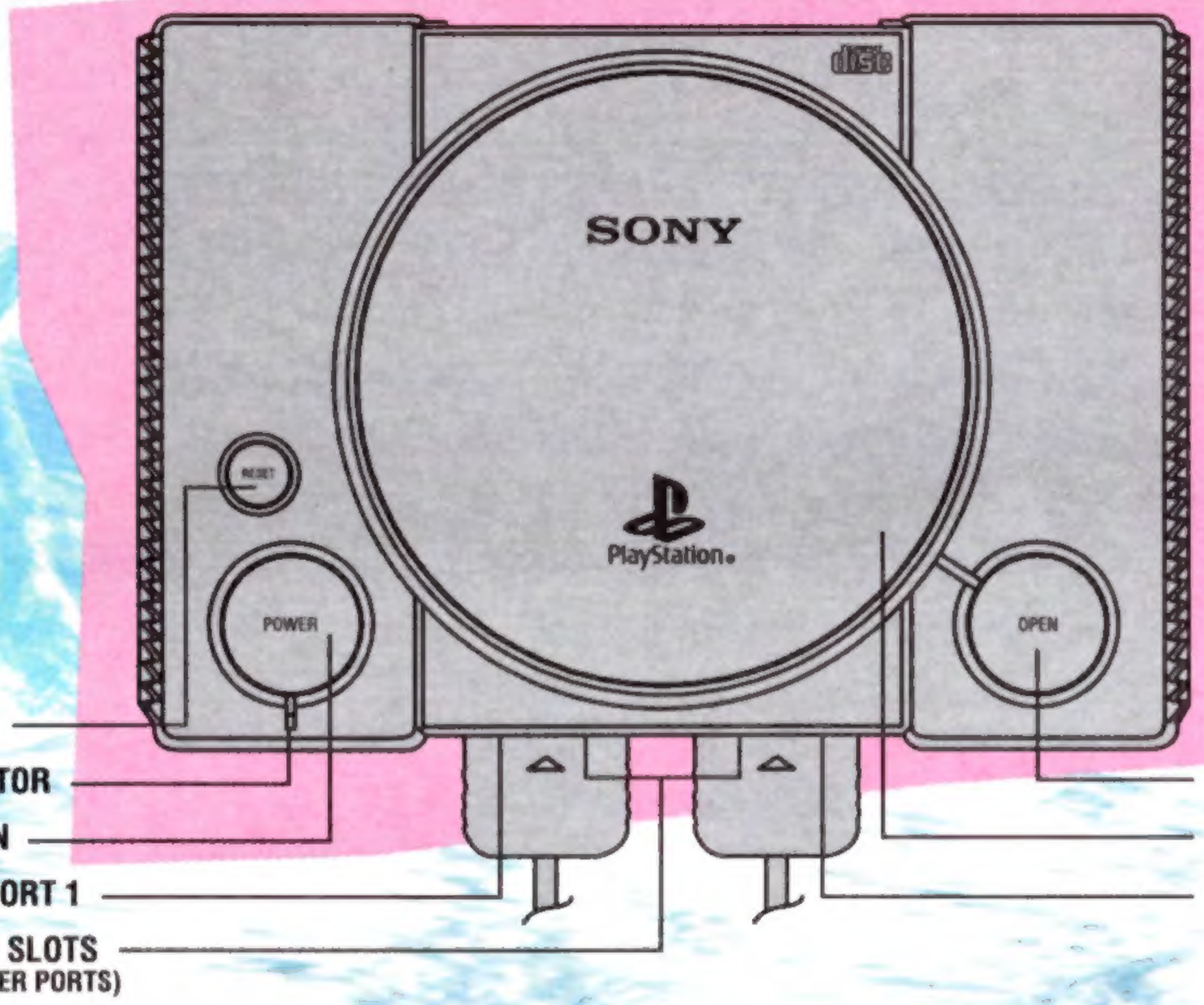


ONE DAY, WHILE A YOUNG BOY NAMED TOMBA WAS PEACEFULLY SLEEPING UNDER A TREE, THE EVIL PIGS STOLE HIS OLD GRANDFATHER'S KEEPSAKE. NOT KNOWING WHAT HE WAS UP AGAINST, TOMBA SET OUT TO RETRIEVE HIS GRANDFATHER'S GOLD BRACELET AND EVENTUALLY, HE CAPTURED ALL THE EVIL PIGS, RESTORED THE LAND TO ITS BEAUTY AND SAVED THE PEOPLE FROM THE EVIL SWINE.

NOW TOMBA HAS GROWN INTO A YOUNG MAN AND LIVES A RELAXED, PEACEFUL LIFE ALONG WITH HIS FRIEND CHARLES. UNTIL ONE UNSUSPECTING DAY, A SEALED LETTER COMES FLOATING DOWN FROM HIGH UP IN THE SKY. CURIOUSLY, TOMBA TEARS THE ENVELOPE OPEN WHEN ZIPPO, A SMART, FRIENDLY FLYING BUG POPS OUT OF THE ENVELOPE. ZIPPO ANNOUNCED THAT THE EVIL PIGS HAVE REAPPEARED IN GREATER FORCE AND HAVE LANDED ON A NEIGHBORING LAND. TO MAKE MATTERS WORSE, THEY HAVE KIDNAPPED TOMBA'S GIRLFRIEND TABBY. SO NOW, SHE'S IN BIG TROUBLE!

ZIPPO HELPED POINT TOMBA IN THE RIGHT DIRECTION AND, WASTING NO TIME AT ALL, TOMBA EMBARKED ON ANOTHER REMARKABLE JOURNEY TO SAVE TABBY AND DEFEAT THE EVIL PIGS ONCE AND FOR ALL. SO COMMENCES THE STRANGE, WILD ADVENTURES OF THE PINK-HAIRED JUNGLE BOY, HIS TOUGH-AS-NAILS FRIEND CHARLES, AND HIS GUIDE ZIPPO.

GETTING STARTED



Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the *TOMBA!™ 2 The Evil Swine Return* disc and close the Disc Cover. Insert a game controller and turn ON the PlayStation® game console. After the movie plays the Title Screen will appear.

TITLE SCREEN

From the Title screen, you can select to start a "NEW GAME" or "LOAD GAME" from a Memory Card. Change several options by selecting "Options".

OPTIONS

Messages You can adjust the speed in which messages are displayed on the screen, or switch voices on and off.

Sound During the game, you can switch sound quality (monaural/stereo), and adjust the volume of the background music and sound effects.

Screen Adjust You can adjust the vertical or horizontal lines on the screen.

Controls You can switch the vibration function on and off, and select from two pre-set button configurations.

You can change any of these options during the game.
Press the START button to bring up the Pause menu, and select Options.

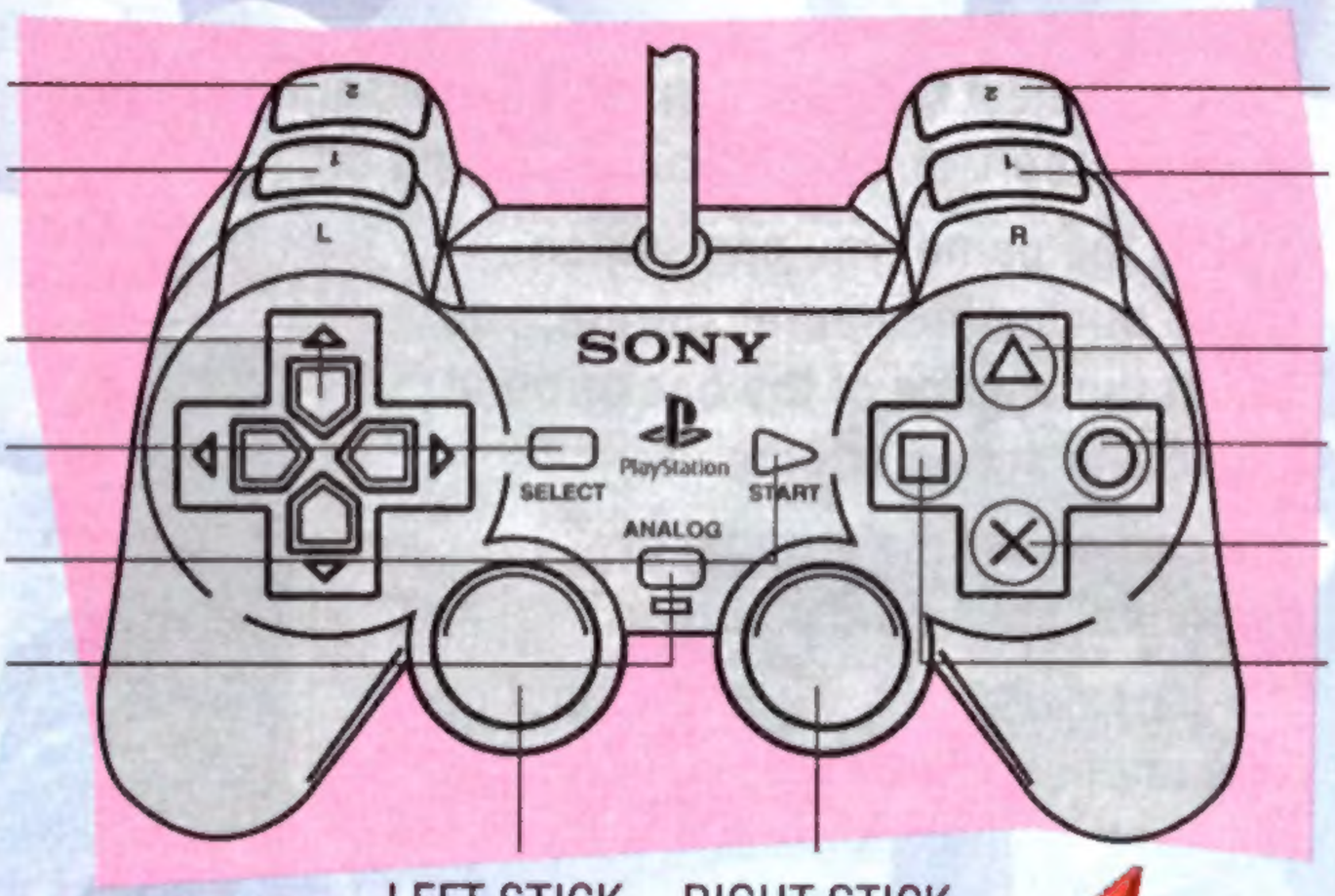
PAUSE MENU

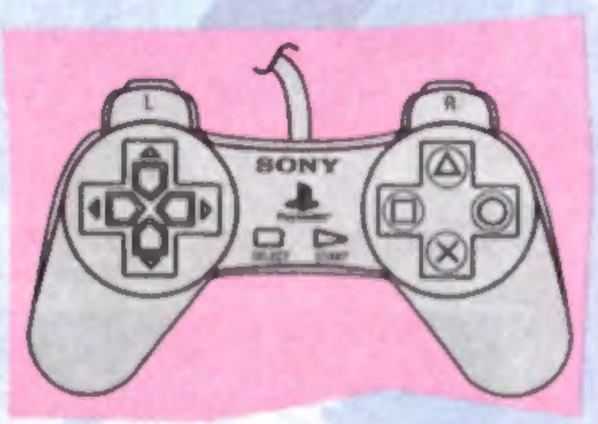
Options Brings up the Options screen

Load Data If the Memory Card contains saved data from a previous *Tomba! 2 The Evil Swine Return* game, you can load the data.

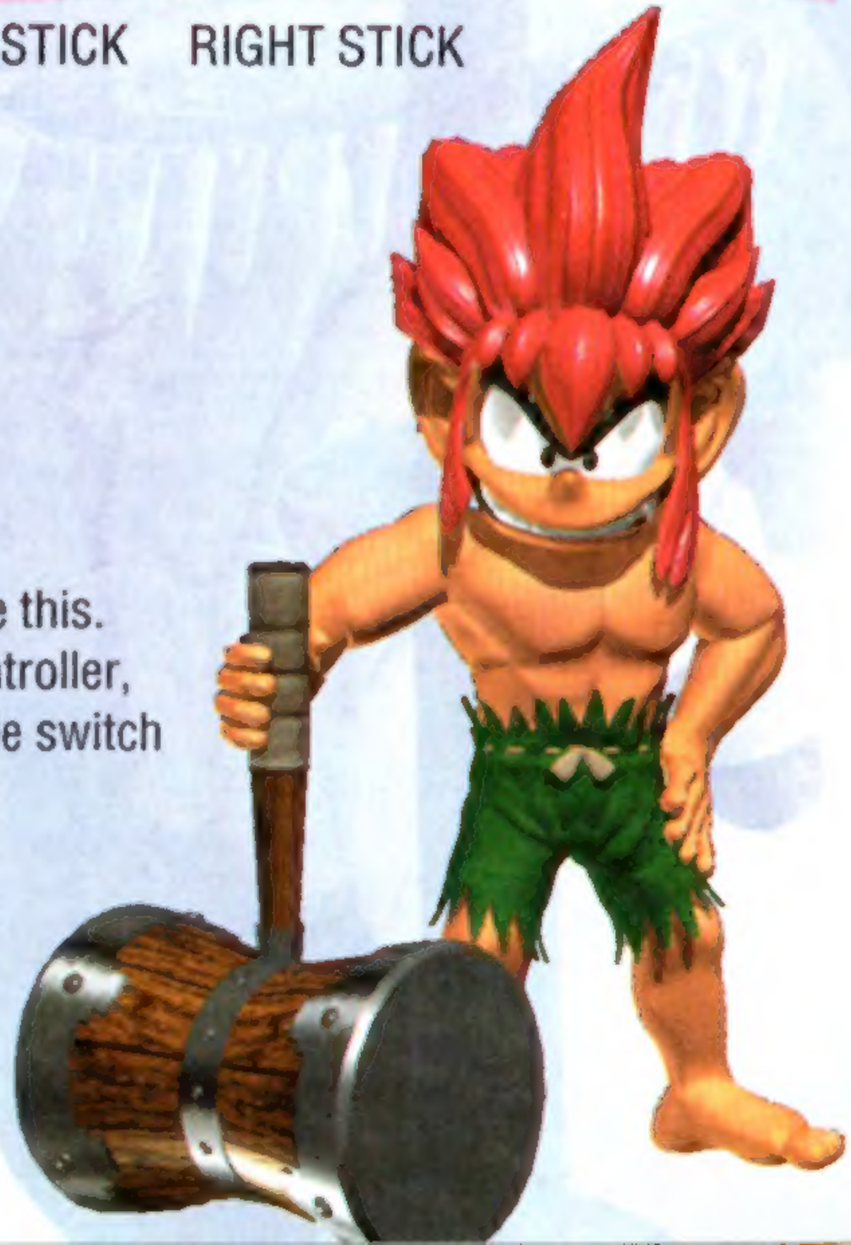
Quit Game Ends the game, and returns to the intro movie.

CONTROLS





NOTE: You may have a controller that looks like this. The controls remain the same for the digital controller, with the exception of the Left stick, ANALOG mode switch and the vibration function.



The following chart displays the controls for the game on a DUALSHOCK™ analog controller.

	Action Mode	Free Roaming Mode	Adventure Journal
Directional Buttons & Left stick	Moves Tomba	Moves Tomba	Moves cursor
⊗ button	Jump	Inactive	Choose highlighted selection
○ button	Use weapon / Talk, investigate, read signs, or use Magic from the Evil Pig Robes	Talk, investigate, or read signs	Cancel selection
△ button	Displays Adventure Journal	Displays Adventure Journal	Resumes gameplay
□ button	Animal Dash	Animal Dash	Gives a description of certain items
L1 and R1 buttons	Quick Equip (change weapons)	Displays area map	Arranges Items
L2 and R2 buttons	Inactive	Inactive	Scrolls through the pages of Items or Events
START button	Pause / Display Pause menu	Pause / Display Pause menu	Pause / Display Pause menu
SELECT button	Inactive	Inactive	Inactive
ANALOG mode switch	Switches ANALOG control on and off	Switches ANALOG control on and off	Switches ANALOG control on and off

Note: Special Controls for Event games, etc., are explained during the game on their own special screens.

BASIC ACTIONS

ANIMAL DASH

← or → + the ● button

Enables Tomba to run faster and jump farther.

WEAPON ATTACK

←, ↑, or → + the ◉ button

Attacks Tomba's enemies. If you hold the ◉ button, Tomba charges his weapon for a stronger attack.

TALK OR READ A SIGN

When in front of a person or signpost:

↑ or ↓ + the ◉ button

You can obtain information by talking to someone, or by reading a signpost.

CLIMBING

When holding onto a ladder or other climbing surface: ↑ or ↓

You can also make a weapon attack even while climbing.

BITING ATTACK

Tomba can bite his enemies by jumping on them.

THROWING ATTACK

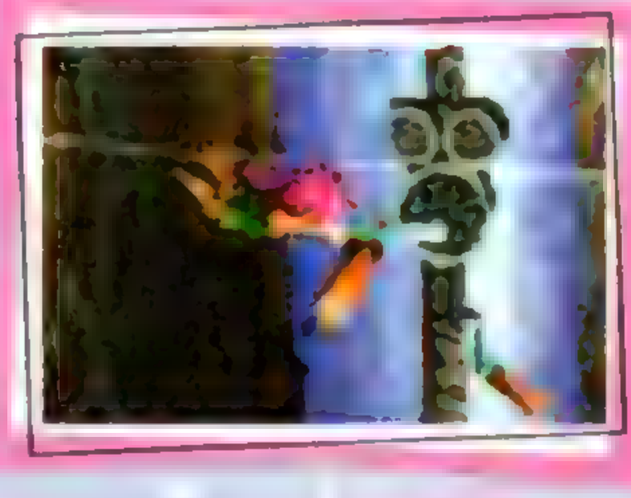
←, ↓, or → + the ⊗ button

While Tomba performs a biting attack, you can throw the enemy in different directions, sometimes into another enemy.

SPIN ON A STICK OR ROTATE A GEARWHEEL

← or →

If you press the left or right directional buttons while hanging from a stick or handle, Tomba spins around turning faster and faster.



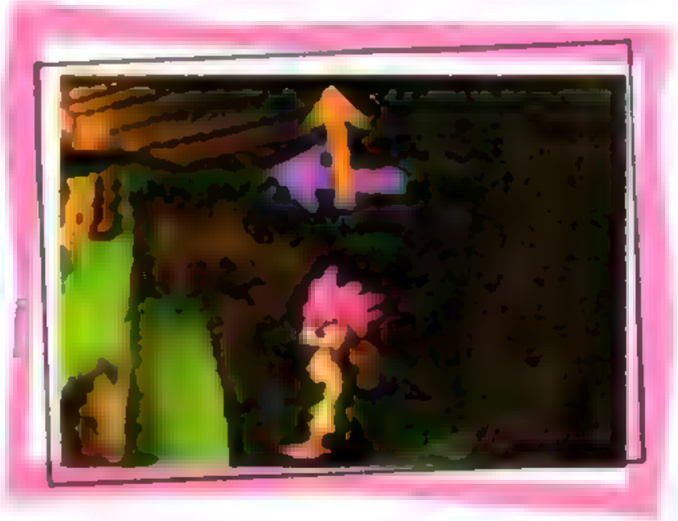
JUMPING FROM A STICK OR HANDLE

←, ↑, or → + the ⊗ button

While swinging, Tomba can jump in several directions.

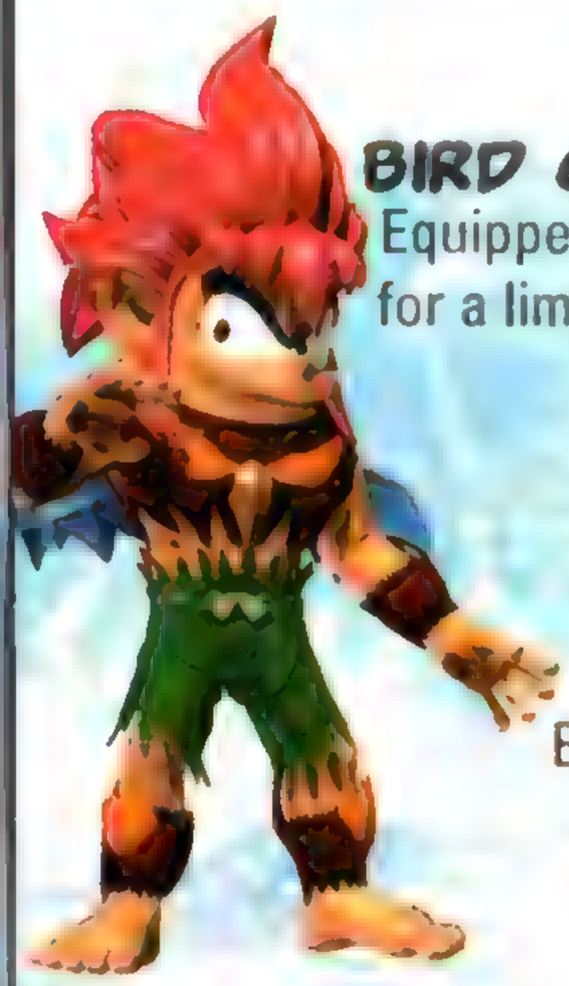
EXPLORE DIFFERENT PATHS AND ROOMS

Look for the arrows above Tomba's head to explore paths, rooms, etc.



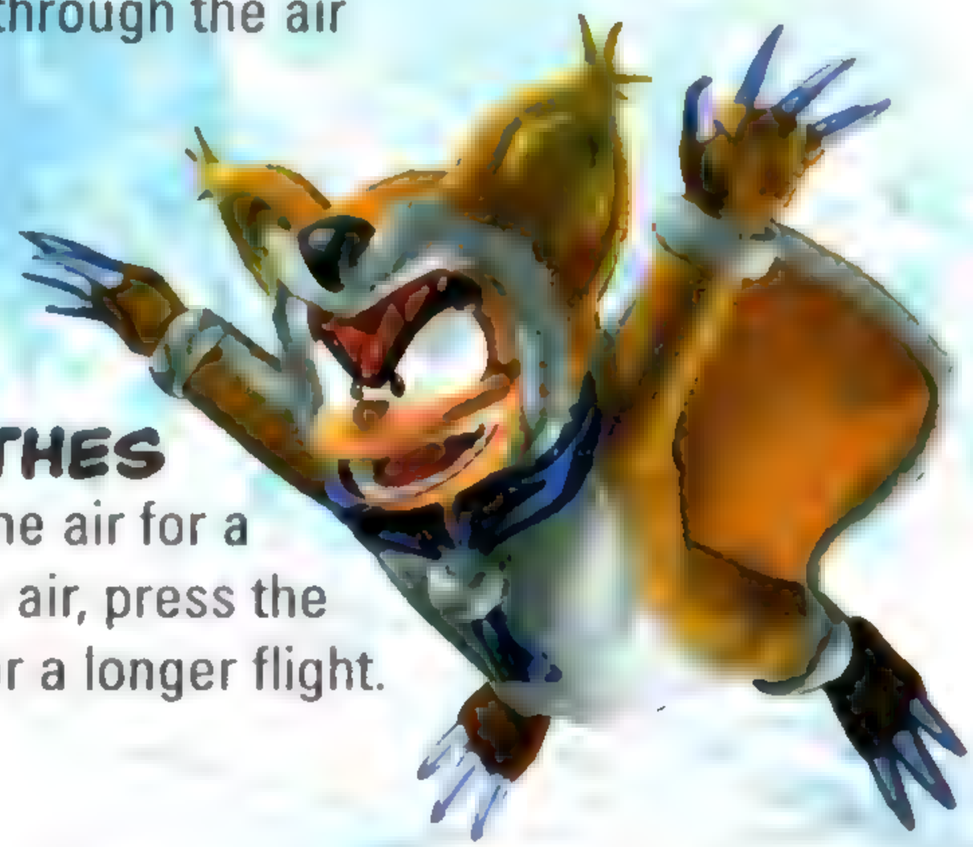
SPECIAL ACTIONS

In addition to the Basic Actions, Tomba can also equip himself with clothes to perform Special Actions.



BIRD CLOTHES

Equipped with these clothes, Tomba glides through the air for a limited time.



FLYING SQUIRREL CLOTHES

Equipped with this, Tomba floats in the air for a longer period of time. When in the air, press the ⊗ button to flap Tomba's arms for a longer flight.

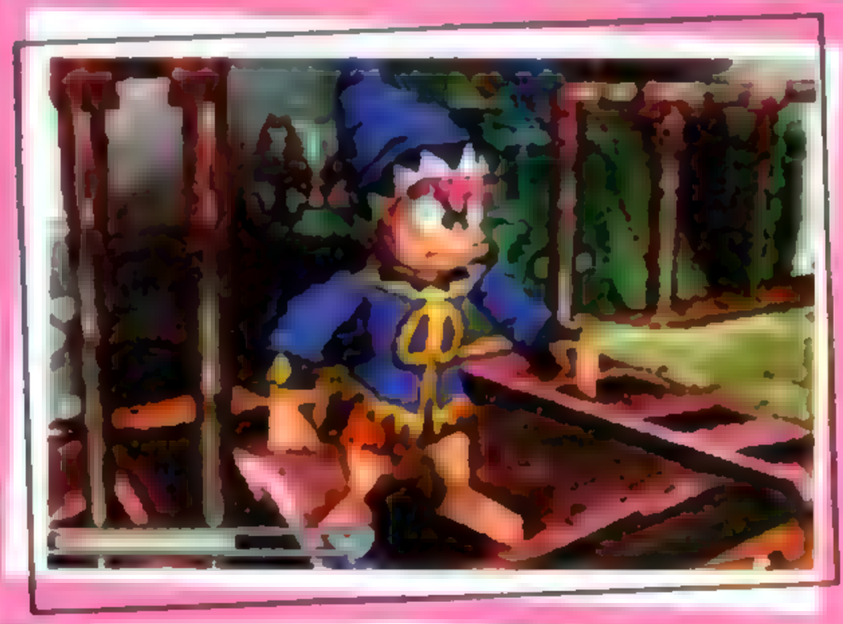
PIG SUIT

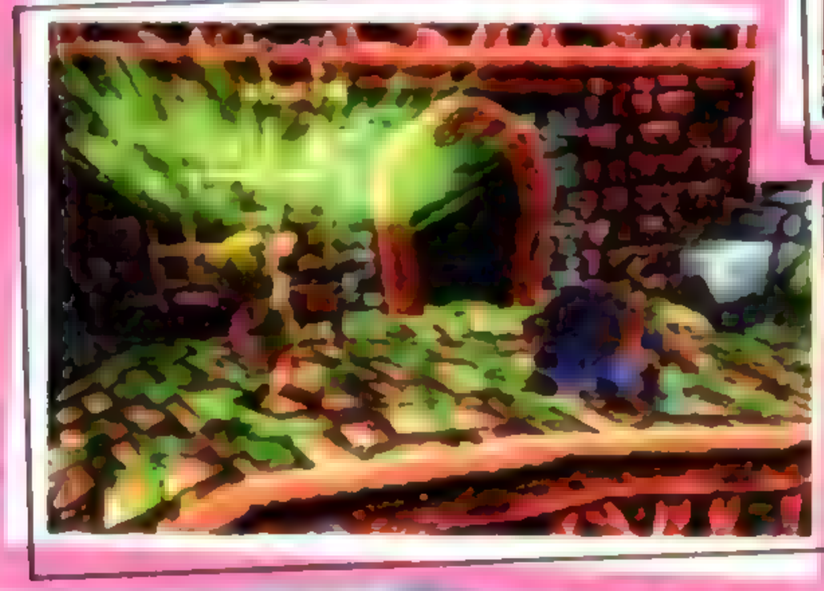
Equipped with the Pig Suit, Tomba can make a hip attack by pressing the ⊗ button when Tomba is in the air. It also appears to have other hidden powers.

THE EVIL PIG ROBES

As Tomba progresses through his adventure, and successfully captures the Evil Pigs who have cursed the land, he will acquire Evil Pig Robes that give him Magic Powers corresponding to the respective characteristics of each Evil Pig.

To use the magic of the Evil Pig Robes, Tomba must gather energy in his Magic Gauge, by jumping and then biting his enemies. When you have enough energy, you can press ⬇ + the ◉ button to attack enemies in Tomba's way. Keep in mind, each time you use the Evil Pig Robes magic, the energy in Tomba's Magic Gauge will decrease.





SCREEN DISPLAYS

The screen display can change depending on the game situation.

ACTION MODE

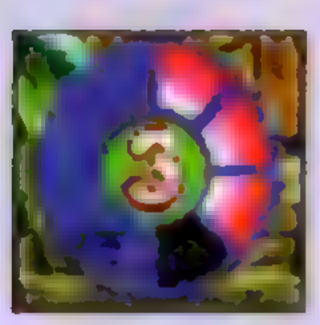
Action mode lets the player jump, attack enemies, etc., and favors action-packed elements. Even the Events that occur tend to be action-oriented.

You can use Quick Equip to change weapons without using the Adventure Journal.
(See page 7 for more information)

FREE ROAMING MODE

Free Roaming mode differs from Action mode in that you can move Tomba freely in 360 degrees. Moreover, since enemies do not appear in this mode, you can leisurely try out any Events without fear of being attacked.

Note: In Free Roaming mode, Tomba cannot jump or attack with his weapons.



HEALTH

Tomba's Health Gauge is displayed in the upper left part of the screen. When enemies or other dangerous obstacles hurt Tomba, his Health Gauge decreases. You can restore his health by eating "Fruit", "Lunches" or using other restorative items.

At the beginning of the game Tomba's health is 4, but during the game you may be able to increase it to higher levels.

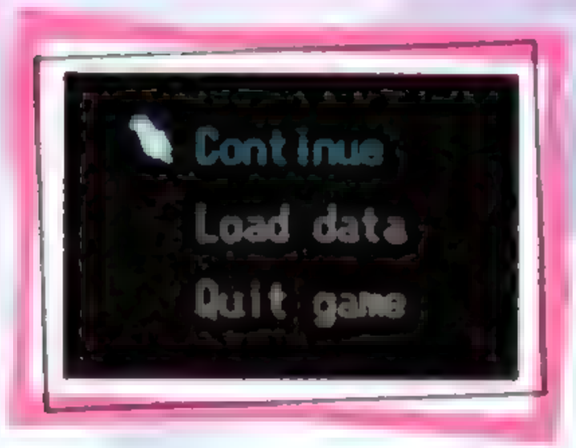
GAME OVER

The Game Over screen appears whenever Tomba falls into the following conditions:

1. Tomba's Health Gauge drops to zero
When the Health Gauge reaches zero the game is over.

2. Falls
Falling into bottomless pits and other situations can also end Tomba's adventure.

Of course, you may continue as many times as you want.



STILL WANT TO PLAY?

After the Game Over screen appears, the Save screen appears and the following screen is displayed.

Select "Continue" to resume gameplay from the starting point of the area where Tomba last visited.

If you want to load a game from your Memory Card select "Load data." To exit the game, select "Quit Game."

SAVING AND LOADING

HOW TO SAVE A GAME

Make sure that a Memory Card is in either Memory Card slot 1 or 2.

To read a sign during the game, stand in front of the sign and press ⬆ or ⬇ and the ◉ button. If a sign indicates Tomba's location, you can save your game. If you want to save, press the ⊗ button. If you don't want to save, press the ◉ button.

Select the Memory Card slot where you want to save. After you select a Memory Card slot, a list of available memory blocks is displayed. If you are saving the game for the first time, select a "New" block. If you are writing over an old save, use the cursor to highlight the save you want to overwrite, and press the ⊗ button.

Note: The list that appears on the save and load screens only lists *Tomba! 2 The Evil Swine Return* game saves and empty memory blocks.

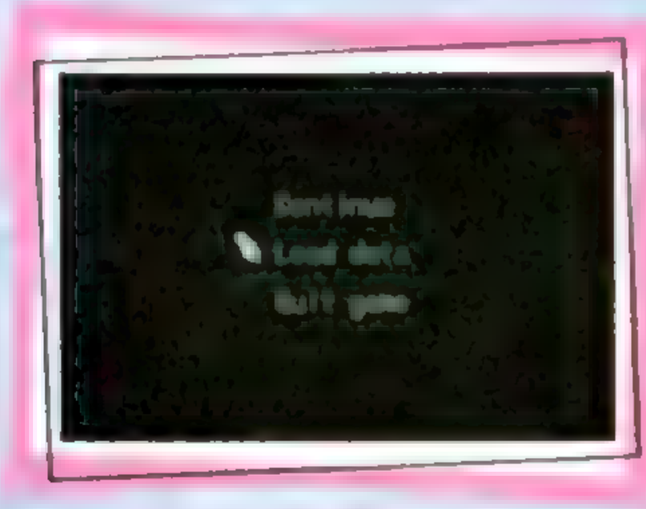
Once you decide where to save your game, you will be asked if it is "OK to save?" Select "Yes" to save the game or "No" to select another memory block. Pressing the △ button returns you to the previous screen.

HOW TO LOAD A GAME

You can use one of the following methods to load saved data.

From the Title screen, select "Load Game" to load a *Tomba! 2 The Evil Swine Return* game save.

During the game, you can load data from the Pause menu. Press the START button on the controller, and the Pause menu will appear. Then select "Load Data."



You can also load game data after the Game Over screen appears.

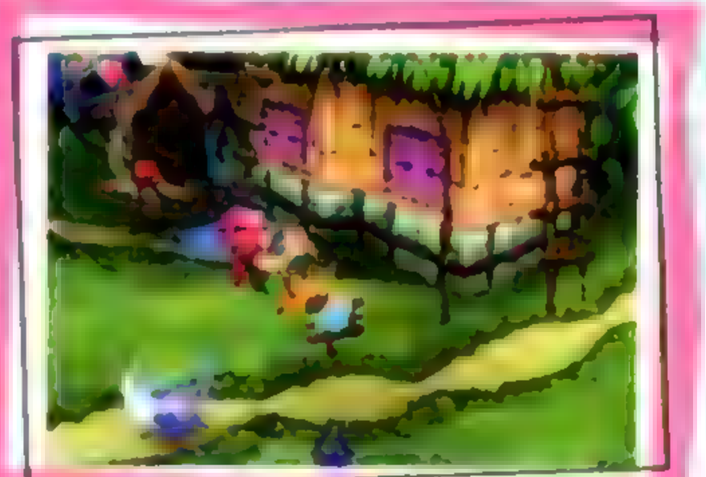
Once you have selected a Memory Card slot for loading, a list of saves is displayed. Use the cursor to highlight the save you want to load, then press the ⊗ button.

ADVENTURE EVENT SYSTEM (A.E.S.)

The most important system in *Tomba! 2 The Evil Swine Return* is the A.E.S. As Tomba clears a series of Events, more Events will develop.

AN EXAMPLE OF SUCCESSFULLY CLEARING AN EVENT

1. A Golden Crab is caught inside a burning shed, and Kainen is in a panic. Hurry and put out the fire.



2. Tomba found a Bucket! This should help...

3. Put the Tar Seesaw into motion to pump water from the pipe.

4. Equip the Bucket so Tomba can catch the water.

5. In the Adventure Journal, use the Water Bucket and give it to Kainen.

6. At last, the fire is out, and Tomba has successfully cleared the Event.

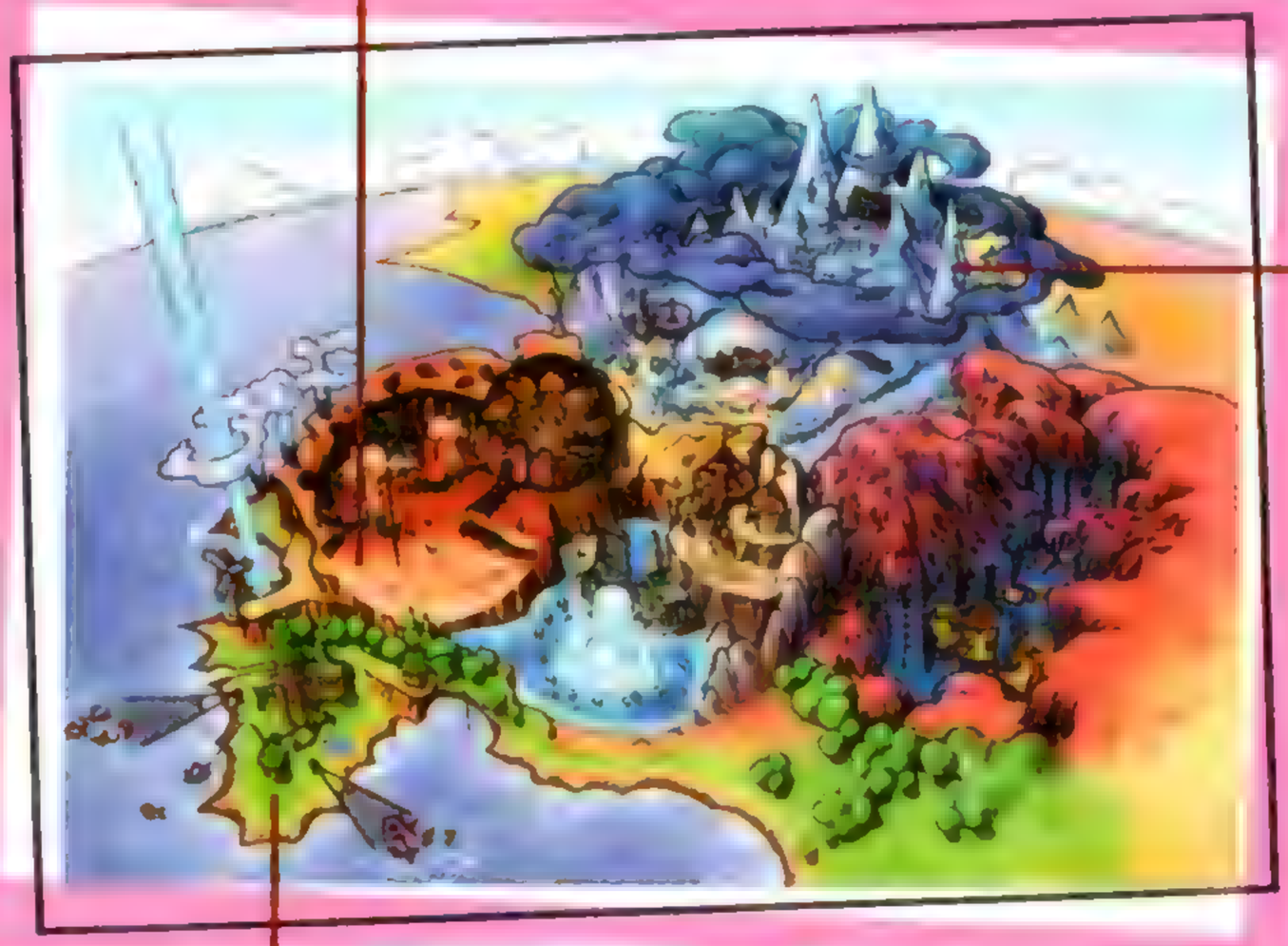
7. The Golden Crab inside the shed is safe. Kainen gives Tomba the Golden Crab for safekeeping.

8. Tomba also gets to keep the Bucket. It may come in handy later on an adventure.

AREA GUIDE

Tomba! 2 The Evil Swine Return offers a rich variety of areas. Here is a guide to some of the areas in Tomba's adventure.

The Underground Mine
To get to the Miners Town where Tabby lives, Tomba has to pass through the scorching hot "Pipe Zone." Enemies come at you with flame attacks, so you'd better look for the most effective weapons.



Kujara Ranch
A cold land cursed with snow and ice. Some places are so cold that you could easily freeze to death, so you had better look for some clothes for Tomba that will protect him against the cold.

The Starting Beach
Tomba's adventure begins in the Town of the Fishermen. Your enemies respond rather sluggishly around here, so you have plenty of time to master the basic actions.

During the game Tomba will discover many more areas to explore, which brings more friends, more items, and more Events.

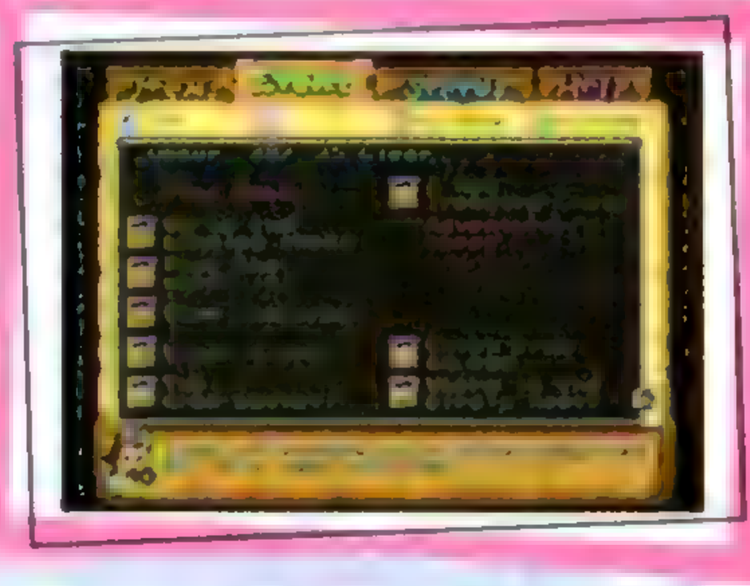
ADVENTURE JOURNAL

At the start of Tomba's adventure, Zippo gives Tomba an Adventure Journal. This journal keeps track of all the things Tomba will need to defeat the Evil Pigs.

Press the △ button to open up the Adventure Journal. The Adventure Journal is divided into four sections labeled at the top of the screen, "Items," "Events," "Status," and "Help."

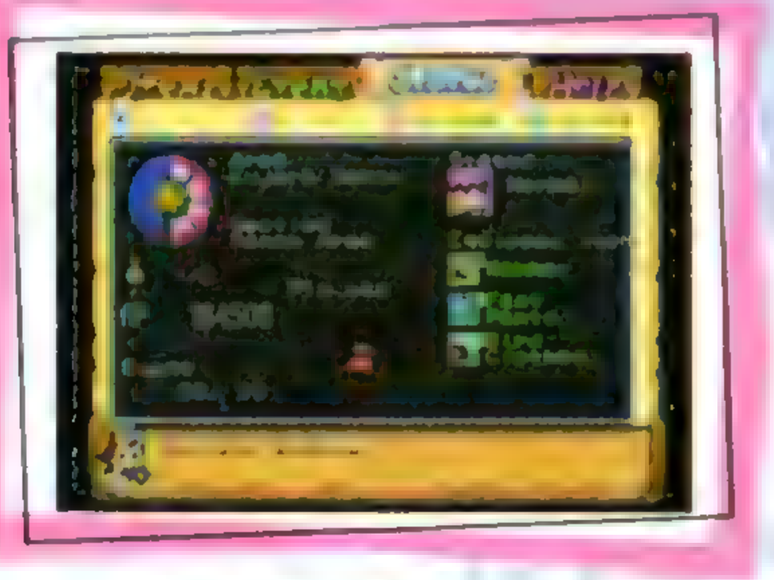
ITEMS

Displays the items that Tomba has acquired.



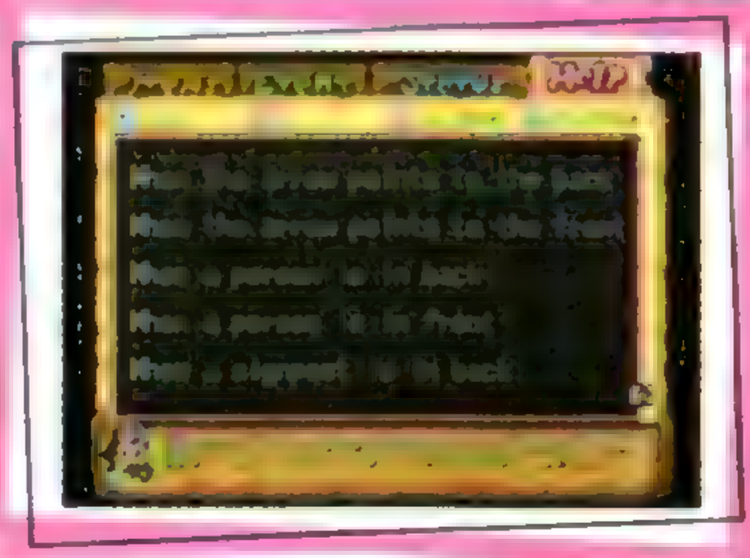
EVENTS

Displays the Events that Tomba has discovered.



STATUS

Displays Tomba's current location and condition.



HELP

Explains various actions required to perform special operations.

ITEMS

The following types of items appear on this screen. On the Items screen you can press the L2 and R2 buttons to scroll the pages of items.

Equip Items (displayed in green)
Equip items are either clothes or weapons. Use the Directional buttons to highlight an Equip item and press the ⊗ button to "equip" it. Items currently equipped are marked with an "E".

Auto Items (displayed in pink)
Tomba uses these special items automatically in certain situations or locations.

Sort
You can also arrange the items in your Adventure Journal alphabetically or by type by pressing the L1/R1 buttons or selecting "Sort" on the Items list.

Use Items (displayed in blue)
Use items are items that Tomba can "use" during his adventure to help clear Events, restore vitality, etc. Highlight the Use item and press the ⊗ button to "use" the item.

Note: In certain areas, some items cannot be used, indicated by the darker color text on the Adventure Journal.

ITEMS LIST

Here is a partial list of the more than 150 items available.

EQUIP ITEMS

Blackjack
A heavy iron ball with spikes connected to a rope. Tomba carries this weapon at the beginning of the game.

Boomerang
A light weapon made out of wood. This can also be used to retrieve items Tomba cannot reach.

Hammer
A big wooden mallet that Tomba can use to pound enemies.

Fast Pants
With these pants, Tomba can move faster than when Tomba is equipped with the Green Pants.

Bird Clothes
Light clothes made of feathers that let Tomba float in the air for a limited time when worn.

USE ITEMS

Lunch Box
Restores Tomba's vitality.

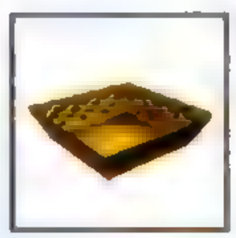
Magic Wings
Lets Tomba fly instantly to any previously visited section of the continent.

Bucket
When equipped, enables Tomba to carry water.

AUTO ITEMS

Red Key
Used to open red treasure chests.

Star-shaped Cog
Used to operate a special mechanism on Tomba's travels.



Crab Basket
Allows Tomba to catch a special type of crab.

EVENTS

Event names that Tomba has discovered are listed on this screen. On the Events screen you can press the L2 and R2 buttons to scroll the pages of Events.

Events Display
Events not cleared (displayed in pink)
Cleared Events (displayed in gray)

Event Status
Displays the number of Events cleared / number of Events discovered.

STATUS

On this screen, you can check Tomba's current condition.

Area and Section
Displays the Area and Section where Tomba is located.

Health Meter
Displays Tomba's health.

Condition
Displays Tomba's current condition.

AP (Adventure Points)
The more Events Tomba clears and the more Gems he collects, the more AP Tomba will acquire.

Event Statistic
Displays the number of Events cleared / number of Events discovered.

Evil Pig Bag Collection
Displays the Evil Pig Bags that Tomba currently has.

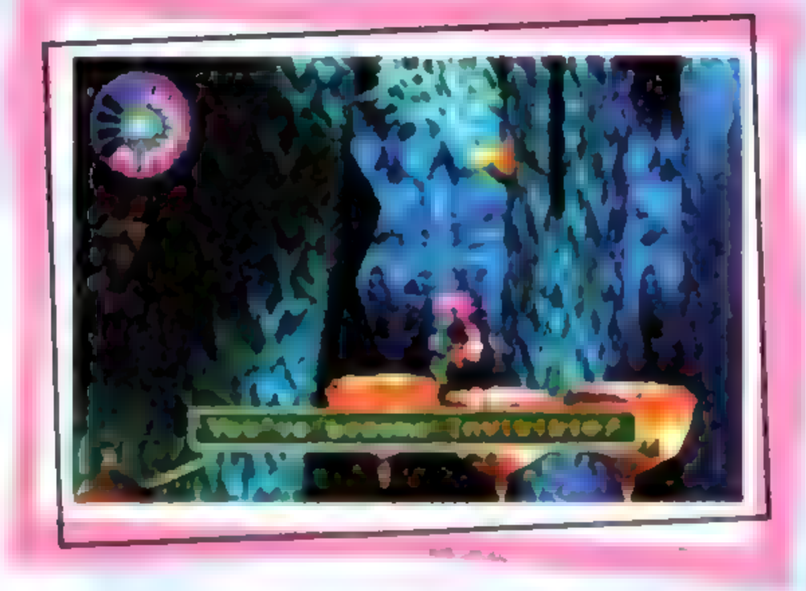
Equipped Items
Displays Tomba's currently equipped weapons, pants, and clothes.

CONDITION

If Tomba is hit by a special attack, he may be affected by "conditions," like the following.

OILY SMEAR

If you approach a flame in this condition, Tomba could suffer heavy damage from burns.



INVISIBLE

Invisible Tomba can slip past enemies, but will also go unnoticed by friendly characters.

LAUGHING OR CRYING

If Tomba tries to use a weapon under this "condition", he'll end up either laughing or crying instead.

TOMBA'S FRIENDS

Here are some of the unusual characters Tomba may meet during his adventures.

ZIPPO

A Pento-bug who lives with Tabby. He enjoys Tomba's company and follows Tomba wherever he goes. When he's not flying around, Zippo roosts in Tomba's hair.

TABBY

Tomba's girlfriend. As the adventure begins, she has just gone out to gather ingredients for a dinner that she plans for Tomba, when the Evil Pigs kidnap her away.

KAINEN

A mysterious old man who likes to walk out on the roads to hear adventure stories from the travelers he meets.

WIN

He loves to invent things. Somewhere on this continent he has an invention that uses a huge gearwheel.

CHARLES

A monkey who lives with Tomba. He loves a good joke, and is constantly restless and roving around.

GRAN

The boss of the miners who lives in the town of the Underground Mine. He's a powerful man who never worries about details. His house sits directly across the street from Tabby's house, and the two are good friends.

ARK

A powerful fisherman who lives in the House on the Point.

TOMBA'S ENEMIES

Listed below are some of the enemy characters who will try to interfere with Tomba's adventure.

SEA ANEMONE

These soft animals live on land and are constantly twisting their bodies around. If Tomba gets too close, they will twist their necks, open their mouths wide, and burn Tomba with hot steam.

FLAME PIG

This red flying pig carries a torch in one hand, which is the source for the flames he breathes out his mouth. He never touches the ground as he passes by in a low flight path.

CAPPER

A slime monster transformed into fiery lava who blocks the vents of the pipe. The Mover, a mobile version of this monster, is a particularly powerful enemy. Both monsters can hurt Tomba with a simple touch.

EVIL SEAGULL

A seagull cursed by the magic of the Evil Pigs who lost all reason and civility. Originally this bird takes special care of its chicks.

HEDGEHOG

He suddenly comes rolling out of the ground to attack. The prickly needles growing out of his back makes him really hard to attack, especially when he rolls into a little ball.

FLYING PIG

While this pig can fly around with the little bat-like wings protruding from his shoulder blades, the wings are too small for him to stay airborne for long.

CREDITS

Whoopee Camp

Produced & Game Design
Tokuro Fujiwara

Director
Kuniaki Kakuwa

Game Design
Toshihiko Uda
Tadafumi Kamioka
Shinya Ukawa
Naoya Furutani

Character Artwork
Hiroshi Oonishi

Scenario
Masayoshi Kurokawa

Graphics Director
Hirotsugu Imoto

3D Graphics Design
Nariko Suyama
Yasuhisa Fukuma
Yasuhiro Fujitani
Youko Tukagoshi
Kaori Moriguchi
Akiko Yasuda

Technical Director
Yukio Arai

Program
Tomoko Fukui
Yoshitaka Kurebayashi
Yoshitaka Arishima
Takayuki Matuoka

Sound Director
Masaya Hiraoka [io]

Music Compose
Sheena Ozawa [io]

PR & Promotions
Shinichiro Yamashita
Atushi Uematsu
Takahiro Suzuki
Eita Kominami
Kazumi Tsujimoto

Special Thanks
Creative Agency [io]
Myoen Abe
TOMBA CLUB
WHOOPEE CAMP All Staff

Executive Producer
Tokuro Fujiwara

Presented by
WHOOPEE CAMP Co.,Ltd.

Sony Computer Entertainment America

Produced by
Scott Morris

Senior Producer
Perry Rodgers

Supervising Producer
Peter Clark

Product Marketing Manager
Susan Nourai

Product Marketing Specialist
Mark Valledor

Public Relations Manager
Kirsten Merit

Software Licensing
Misako Usui

Music by
Ashif Hakik

Voice Actors & Actresses
Peter Kepler
Ian Reddoch
Wally Fields
Laura Jean Valentine
Molly Mahone
Nancy Burr
Jay Ginsberg
Timothy Enos
J. S. Gilbert
Kurt Bodden
Paul Rosa

Lead Tester
Ramon Concepcion

Assistant Lead Testers
Jack Osorno
Aaron Whitmore
David Meagher

Testers
Stephanie Bein
Troy Morris
Jeffrey Liew
Armand Pilotin
Shawn Refoua
JoAnne Limbo

Package & Manual Design
Beeline Group, Inc.

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Andrew Adams, Janeen Anderson, Donna Armentor, Shelley Ashitomi, Josh Bingham, Ami Blaire, Kurtis Buckmaster, Lori Chase, Ed Demasi, John Diamonon, Aimee Duell, Emily Franks, Peggy Gallagher, Andrew House, Stephanie Iwamasa, Cindy Johnson, Jennifer Jones, Chuck Lacson, Marie Macaspac, Colin MacLean, Letha Moore, Dayton Paiva, Quinn Pham, Eileen Rodriquez, Maggie Rojas, Sarai Sequeria, Sharon Shapiro, Molly Smith, Wendy Spander, Heather Stroock, Jamie Tica, Nemer Velasquez, Michelle Vercelli, Marilyn Weyant, Kim Yuen

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Bruce Adams, Brian Balistreri, Nathan Brenholdt, Eddie "El Brujo" Caipo, Claudette Castillo, Jerry Gentile, Gregory Harsh, Kaz Hirai, Raymond Hwang, Grace Kao, Scott MacGregor, Scott MacMaster, Susie Miller, TBWA Chiat/Day, Joni Toney, Lynda Vaitai, Toney Wong, Actors Phantasy Company

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